

GET **RED** -Y FOR **FCCLA**.

PURPOSE

To provide an opportunity for chapters to “kick start” the 2016-17 school year in September/ early October with a student social that serves to promote and publicize FCCLA to all students in the school which in turn recruits new members and retains former members.

- The State Officers encourage all chapters to take pictures of their event and email it back to NJ FCCLA so that they can be recognized at the FLC through a slideshow of pictures.
- Have chapters identify how many members were recruited after this event and send the numbers to NJ FCCLA to measure success.
- Update the State Adviser about the success of Get RED-Y for FCCLA.

POST EVENT

GOALS

1

To recruit new members by having a fun FCCLA Event at the start of the school year

2

To recognize former members through a slideshow of pictures from last year

3

To implement the 3 R's of Membership: Recruit, Retain and Recognize

BREAKDOWN OF EVENT

The suggested time for this event is one hour, typically the time when a regular chapter meeting would be held.

1 PRE-MEETING 10 MINUTES BEFORE

Prior to start of event, have chapter officers greet students as they enter. For a fun and positive environment, play music, decorate the room, and have officers and former members mingle with new students. Suggested songs: I Lived, Uptown Funk, Can't Stop The Feeling, Geronimo, Just Like Fire, Firework, Counting Stars.

2 ICEBREAKER 15 MINUTES

An icebreaker is a great way to start the meeting, as it can promote interaction and excitement. Choose from the ideas below or find other great ideas online!

The Story Game

- *Preparation: If there is a large attendance, students can be split into 2 groups. Students in the group can sit in a circle or at a table. Supplies needed are paper and pencil.*
- *Each student is given an index card with a random word on it. The first student must start the story off with a sentence that includes the word given to them. Each student must continue the story including the word on their card. One person in the group should record what is said to present it out after all students have added to the story.*

Fruit Salad

- *The object of the game is to avoid being the person in the middle of the circle of chairs.*
- *Preparation: Chairs (one chair per person)*
- *How to Play: To begin, organize chairs in a circle, and have one person stand in the middle of the circle without a chair. Everyone, other than the person in the middle, should be sitting in a chair. To start the game, the person in the center will say something that applies to at least 2 people sitting in the circle. For example, "Anyone who has a sibling", "Anyone who is wearing glasses", or "Anyone who is born in January". If the statement applies to others sitting in the circle, these people must move and find a new chair to sit in. They cannot sit in a chair directly to the right or left of them. When the person in the center says "Fruit Salad", everyone must move. During every round, the person in the center should try and sit down in an empty seat. Whoever does not have a seat by the end of the round, is the next person in the center.*

3 WELCOME 10 MINUTES

The chapter president will deliver a welcome and introduce the executive board and the chapter adviser(s). The executive board will present an overview of FCCLA and discuss the chapter's plans for this school year.

4 MEMBER SHARE 5 MINUTES

Open the floor for former members to discuss why they like FCCLA, their experiences at conferences, their previous competitive event projects, and community service initiatives in which they have participated.

5 SLIDESHOW 5 MINUTES

View a slide show from the previous year highlighting the chapter's successes. This is a great way to recognize past members for their accomplishments. It can also motivate new members and help them set high expectations for their participation.

6 REFRESHMENTS 15 MINUTES

Continue getting to know potential members over refreshments. Try one of the following suggestions:

- Ice Cream
- Lemonade and Pretzels
- Iced Tea and Popcorn

7 CLOSING 10 MINUTES

Close the meeting with a fun activity such as the ice breakers mentioned previously.